

状态模式

允许一个对象在其内部状态改变的时候改变它的行为, 对象看起来似乎修改了它的类

其实就是用一个对象或数组记录一组状态, 每个状态对应一个实现

红绿灯实例

if...else...版

```
function light(state){
  this.state = state
}

light.prototype.change = function(){
  if(this.state == 'red') {
    console.log('黄灯')
    this.state = 'yellow'
  }else if(this.state == 'yellow') {
    console.log('绿灯')
    this.state = 'green'
  }else{
    console.log('红灯')
    this.state = 'red'
  }
}
```

js状态模式改进

```
const state = {
  red(){
    this.state = state.yellow
    console.log('红灯')
  },
  yellow(){
    this.state = state.green
    console.log('黄灯')
  },
  green(){
    this.state = state.red
    console.log('绿灯')
  }
}

function light(state){
  this.state = state
}

light.prototype.change = function(){
  this.state.call(this)
}
```

